Rich Jiang Proposal

12/8/16 ECS 102

A marvelous adventure full of peril, maybe romance, action, adventure, and RPG, Capitalist Adventure is a game made from scratch. The player starts off as a street bum and make his way up society to get revenge against the boss who fired you! There will be many features in the game including a battle system. Along with that there will be choices needed to be made and based on the player’s decision this will ultimately affect future decisions and battles.

The battle system will be conducted in the way that there will be a Money bar that can be considered a hit point bar. When that bar gets depleted the victor gets a set amount of money. If the player wins then that player will receive all the wealth of the opposing player. Otherwise if the player loses then the player must keep trying until he beats the opponent. Intuition helps rebuild capital that’s lost during the battle. Influence help persuade enemy donors or investors to work for you instead (so effectively it heals you and damages your opponent). Power can be used in Law attacks destroys the enemy’s wealth (you do not gain money from the attack. Attacks and skills can be changed through the game can be used at a time.

My input and output that’s interactive will be a skills system. At least one class or method can be used for a battle system. For my array I will use it to record and store other players’ scores and names. The search method for this array will search the names of each donor. The victor’s chest can use chance elements which means it will give better items based on how lucky the player is.